

AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A system for recording messages, said system comprising:

a memory for storing at the recipient's location a time to play a particular message at said system, said play time contained in a communication and said play time being later than the time said communication is received at said system; and

a device for playing said particular message at the previously stored play time associated with said particular message.

2. (Previously Presented) The system of claim 1 wherein said messages are played at said play time without regard to any action taken by said message recipient.

3. (Original) The system of claim 2 wherein said messages are audio messages played by a speaker.

4. (Original) The system of claim 2 wherein said messages are video messages displayed on a display.

5. (Previously Presented) The system of claim 1 wherein at least a portion of said particular message is received concurrently with said play time for storage in said memory over a communication path extending from a location remote from said recipient's location.

6. (Previously Presented) The system of claim 1 wherein at least one of said stored play times has a call-back number associated therewith, said system further comprising;

means for receiving from said message recipient a response to a played message, said receiving means enabled at said play time; and

means for enabling said response to be communicated to said call-back number.

7. (Previously Presented) The system of claim 1 wherein said play time is a plurality of different times.

8. (Previously Presented) The system of claim 1 wherein said memory is further operable for receiving messages that do not have controlled play times associated therewith and wherein said system further comprises:

a processor operable in response to instructions received with [[said]] a message play time for controlling the play of at least one of said messages not having controlled play times associated therewith.

9. (Previously Presented) The system of claim 8 wherein said last-mentioned message is selected based on information available external to said last-mentioned message at the time a received message is played.

10. (Previously Presented) The system of claim 8 wherein the selection of said last-mentioned message is controlled, at least in part, by information received from a message sender.

11. (Previously Presented) The system of claim 8 wherein the selection of said last-mentioned message is controlled, at least in part, by local sensors.

12. (Previously Presented) The system of claim 11 wherein said sensors are selected from the list of thermometer, clock, GPS, calendar, physiological.

13. (Previously Presented) The system of claim 1 wherein a played one of said messages is played continuously for a period of time as controlled by information received with the message.

14. (Original) The system of claim 1 wherein said messages are received by a plurality of memories in a broadcast mode, said memories associated with different receiving users.

15. (Previously Presented) The system of claim 1 further comprising an override control for playing selected ones of said messages at a time established independent of said play time associated with said selected ones of said messages.

16. (Previously Presented) The system of claim 1 wherein said device, at a play time, enables downloading of pre-identified messages stored at a location remote from said recipient's location.

17. (Previously Presented) The system of claim 1 further comprising:
means for converting any received message to a particular format, said particular format controlled by said recipient's system.

18. (Previously Presented) The system of claim 1 wherein said controlled play time is a message recipient specific time category, instead of a specific time.

19. (Previously Presented) A method for leaving a message for a receiving party; said method comprising the steps of:

establishing at a particular time a communication connection with a receiving party's memory device;

providing at said particular time over an established communication connection to said memory device a message playing time for a message to be played subsequently to said receiving party at said message playing time; and

downloading to said memory device together with said message playing time an identification of a message to be played subsequently at said playing time.

20. (Original) The method of claim 19 wherein said providing step includes the step of:

providing additional message playing times for each said message.

21. (Previously Presented) The method of claim 19 wherein said providing step includes the step of:

providing multiple message times, each provided message time associated with a different message, each said message to be played at the message time associated therewith.

22. (Currently Amended) The method of claim 19 further comprising:
playing said previously identified message at said message playing time₁[[r]] said playing under control of a device local to said memory device.

23. (Previously Presented) The method of claim 19 further comprising the step of:

downloading together with said message playing time at least a portion of said message to be played at said playing time.

24. (Previously Presented) The method of claim 19 wherein at least a portion of said identified message is located remote from said receiving party.

25. (Previously Presented) The method of claim 19 further comprising the step of:

obtaining at said message playing time information obtained from said receiving party's location, said obtained information controlled, at least in part, by said message identification associated with said message playing time.

26. (Previously Presented) The method of claim 19 further comprising the step of:

overriding said play time with a locally provided play time.

27. (Previously Presented) The method of claim 26 wherein said overriding playing time is a time category specific to said receiving party.

28. (Currently Amended) A messaging system comprising:
a processor co-located with a potential message recipient for controlling receipt of incoming messages to said recipient; said processor operable for controlling interaction with a message sender such that attributes established by said sender can be associated with at least some received messages, said processor further operable for controlling playback of said message to said recipient at said co-location in accordance with said attributes and wherein at least one of said attributes is a time of said playback; said playback occurring without any action being required of said recipient.

29. (Previously Presented) The messaging system of claim 28 wherein said time of said playback is modified by data associated with each particular message recipient.

30. (Previously Presented) The messaging system of claim 28 further comprising:
sensors local to a message recipient, and

wherein said time of said playback is controlled, at least in part, by data from one more of said local sensors.

31. (Previously Presented) The messaging system of claim 30 wherein said playback is to said message sender based upon data from at least one of said sensors local to said message recipient.

32. (Currently Amended) The messaging system of claim 28 further comprising:
sensors local to a message recipient; and
wherein said message played to said recipient is modified by data from at least one of said ~~sensors~~ sensors.

33. (Previously Presented) The messaging system of claim 28 where at least one of said attributes is selected from the list of attributes consisting of: duration of playback time; number of times a message is to be repeated; actual time of day for repeating a message; response required to said message; additional data to be played with each message; open mike times for allowing a response from a message recipient to said message sender.

34. (Canceled)

35. (Previously Presented) The system of claim 28 wherein at least one of said messages contains a call-back number, said system further comprising;
a transmitter; and
an input for receiving a response to a played message; and wherein said processor at the time of said playback enables said transmitter to send said response to said call back number.

36. (Previously Presented) The messaging system of claim 28 wherein said processor is operative to enable playing selected ones of said messages at a time established independent of said time associated with said selected ones of said messages.

37. – 43. (Canceled)

44. (Currently Amended) A method for delivering messages to a recipient, said method comprising:

creating a message to be sent to a recipient, each said created message having associated therewith a time to deliver said message to said recipient;

storing each said created message in association with said message delivery time at a device local to said recipient; and

playing each said stored message under control of said local device for said recipient, and without any action being required of said recipient at said time associated with said stored message without action taken by said recipient at the time each said message is played, said playing occurring without a communication being established to said local device from a source external to said local device at said time each message is played.

45. – 47. (Canceled)

48. (Previously Presented) The method of claim 44 wherein at least some of said stored messages contain portions that are based on information to be provided at the time said message is played, said information to be provided not being available when said message is created.

49. (Original) The method of claim 44 further comprising:
adjusting said time associated with certain of said messages based upon requirements of said recipient.

50. (Previously Presented) The method of claim 44 further comprising:
adjusting attributes of any said played message for a recipient based on requirements of said recipient.

51. (Original) The method of claim 44 further comprising:
obtaining data local to said recipient; and
based upon said local data, sending a message to a message sender.